RANGER

GLOSSARY

Actions at the Objective - The actions performed by the patrol in the vicinity of the assigned objective. Failure at the objective means failure of the mission.

Airborne Insertion - The use of a parachute drop to infiltrate to a position behind enemy lines from which movement to the objective may begin.

Aircraft Commander - The aviator in charge of the aircraft providing support for the operation.

Airmobile Insertion - The use of helicopters to infiltrate the patrol to a position behind enemy lines from which movement to the objective may begin.

Alternate Route - Any route to the objective planned as a contingency in the event the primary route is untenable. It includes all of the planning that is involved in the primary route.

Ambush Patrol - A combat patrol organized to strike an enemy force in a prepared kill zone and deal wholesale death and destruction to him. It is most effective in heavily travelled rear areas.

Anchor Ring - A loop of steel cable secured to the floor of the aircraft. It provides a safe anchor for the patrol's rappel pores.

Anti-Armor Ambush - A combat patrol organized to deny enemy armor forces access to an area. If possible, it will destroy or attrite the enemy force.

Anti-Personnel Ambush - A combat patrol organized to deny an area to infantry traffic. If possible, the enemy force will be destroyed.

Anti-Vehicular Ambush - A combat patrol organized to destroy vehicular traffic along a particular route.

APL - Assistant Patrol Leader.

Artillery - Large, long-ranged howitzers of a supporting unit

Assault Element - The element of the patrol assigned the actual mission of closing with and destroying the enemy during a combat patrol.

Assault Positions - Those positions occupied by the assault element just prior to the execution of the raid or ambush.

Assault Rifle - The standard small arms weapons of today's armies. They possess a high rate of fire and lightweight construction.

Assembly Point - A location designated as the point for all Rangers to proceed after insertion. It may or may not be marked.

Assistant Patrol Leader - The Ranger second in the patrol's chain of command. His primary duties include security and assisting the patrol leader in accomplishing the mission in any method deemed necessary.

Azimuth - A direction. The compass reading.

Base of Fire - This tactic employed by an element in contact. All Rangers engage the enemy with effective fire, allowing the remaining elements freedom to maneuver to an assault position.

Binos - Binoculars.

Bounding Overwatch - An American tactic which alternates the moving element in a manner as to minimize the danger to the moving unit and to ensure the miniment element is engaged.

B O/W - Bounding Overwatch.

Break in Contact -The separation of elements of the patrol during movement. The result of poor movement procedures.

Bump Plan - A contingency plan to be utilized if less aircraft than necessary are available to transport the patrol. It prioritizes the patrol's personnel in the event any Rangers must be left prior to insertion.

C4 Explosive - A plastic explosive.

C130 Aircraft - The "Hercules." A USAF medium transport aircraft.

Call For Fire - The procedure for requesting indirect fire assets through the appropriate channels.

Claymore Mine - An effective anti-personnel mine that may be command detonated or wired for a mechanical ambush.

Clock Method - A method used to disengage the patrol from enemy contact by designating a hasty rally point and using a clock direction and distance to relay this information to all members of the patrol.

Command Post - The location of a unit's headquarters.

Commo Site - A location of a communications unit.

Compassman - A Ranger designated to ensure the patrol travels on the correct azimuth.

Concealment - Protection from enemy observation.

Contingency Plan - A plan used to coordinate the patrol's action in the event of any possible situation.

Cover - Protection from enemy fires.

CP - Command Post.

Danger Areas - Those areas where the patrol is more likely to be detected. Trails, streams and open areas are all considered to be danger areas.

Deadfall - The refuse of a forested area or an area where the trees have been systematically cut.

Debarkation Point - The point where the patrol's small boat movement ends.

Demolition Charges - Prepared explosives used to destroy enemy equipment or key objects at the objective.

Disengage by Bounds - A method of disengaging from enemy contact by alternating units between withdrawing and providing a base of fire.

Dragon Round - A round of ammunition for the M47 Dragon medium anti-tank weapon system. (The Dragon Tracker is the weapon that fires the Dragon Round)

Dual-Purpose Weapon - An M203 40mm grenade launcher mounted under an M16 assault rifle.

DZ - Drop Zone. The point used for an airborne insertion.

EEI - Essential elements of information. Designated intelligence that must be gathered if possible.

EMB - Embarked.

Embarkation Point - The location where the patrol begins moving by small boats.

Embarked - A configuration indicating the patrol is being transported.

Execution - The conduct of the action.

Extraction - The removal of the patrol from the area of operations.

Far Ambush - A surprise engagement with a force farther away than hand grenade range.

Far Side Team - The element of Rangers responsible for security of the far side of the stream during a stream crossing.

FDC - Fire Direction Center. Coordinates all calls for fire.

FFU - Friendly Forward Unit.

Field Planning - All actions in a patrol base in preparation for the next mission.

File - A movement formation in which the Rangers roughly move in a file. More properly called the modified wedge.

Final Inspection - The last inspection conducted prior to move out.

Firefight - Close quarters combat with an enemy force.

Fire in the Hole - A warning that explosives are about to be detonated.

Fire Support - The utilization of indirect fire assets as a combat multiplier.

First Aid Team - A special team organized to facilitate treatment and evacuation of the wounded and friendly killed from the objective.

Forward Passage of Lines - The movement of the patrol through the established defensive positions of another unit.

Fragmentation Grenades - The standard grenade used in combat.

FRAGO - A fragmentary order used to ammend the operations order when necessary.

Freeze - The entire patrol halts exactly as they are to avoid detection by enemy personnel.

Friendly Forward Unit - The unit through whose defensive positions the patrol will pass.

Gap in the Wire - A constructed lane through all defensive wire, obstacles and minefields. Not clearly marked.

Guide - A soldier from the FFU provided to ease your passage of lines.

Gun Jeep - A small wheeled vehicle with a mounted machine gun.

Hand and Arm Signal - A gesture understood by all members of the patrol to have a specific meaning. Minimizes the need for the patrol to make any noise.

Handset - The accessory to the radio containing both a microphone and a speaker. Very similar to the handset of a telephone.

Hasty Ambush - An immediate action drill designed to allow the patrol to deploy to an assault line in order to ambush an enemy force.

Hasty Probe - The procedure used to clear a minefield under situations where time is critical.

Headcount - A procedure used to ensure all of the Rangers are still with the patrol.

Immediate Assault - All Rangers use individual assault techniques to rapidly close with and destroy the enemy.

Initial Inspection - A lengthy first inspection used to identify all shortcomings in preparation for the patrol.

Initial Rally Point - A position inside friendly lines to be used as a rally point in the event of contact during passage of lines.

Insertion Point - The location where the patrol will begin its movement to the objective.

Jumpmaster Inspection - A series of extensive safety checks required before an airborne operation.

Key Weapons - Machine guns, anti-tank weapons and any other weapon which the leader feels has an extraordinary impact on the patrol's combat effectiveness.

Kill Zone - The designated area where the enemy force to be ambushed will be isolated and destroyed.

LAW - Light Anti-tank Weapon. A disposable 66mm HEAT rocket.

LCM - Landing Craft, Medium.

Leader's Recon - Any recon conducted by the patrol leader to verify an intended action or location.

Lifelines - Constructed from individual ropes and snap-links carried by each Ranger.

Lift - One movement by all of the aircraft available.

Limit of Advance - The control measure established to halt the patrol's assault in the proper location.

Load Plan - The leader's plan for utilizing the support transportation.

LRRP - Long Range Recon Patrol

LZ - Landing Zone. The insertion point for an airmobile insertion.

M47 DRAGON - The U.S. Army's medium anti-tank weapon. It consists of an infra-red tracker attached to a disposable round of ammunition. Fires a wire-guided missle.

Machine Gun - A heavy weapon designed for support of infantry formations and assaults. Characterized by a high rate of fire.

Marshalling Area - The area in which the patrol embarks for insertion. The preparations for insertion are also conducted at the marshalling site or area.

Medevac - The evacuation, usually by helicopter, of wounded or friendly killed.

MG - Machine gun.

Minefield - An area strewn with anti-personnel or anti-vehicular mines.

Mission Abort - The cancelling of the assigned mission. Must be granted from the headquarters which assigned the mission.

Mortars - Relatively small, short-ranged indirect fire assets of the parent unit.

Navigator - The Ranger, usually the primary compassman, assigned the mission of monitoring the patrol's navigation during a small boat movement.

Near Ambush - Surprise combat that occurs when one patrol enters the kill zone of another patrol. Occurs within hand grenade range. The most dangerous and decisive of enemy contacts.

Near Side Team - The element of Rangers responsible for construction of the one-rope bridge.

Near Sights - Any number of limited visibility vision enhancement devices.

Night Vision Devices - Limited visibility vision enhancement devices.

Night Vision Goggles - Passive, i.e. non emitting, goggles which enhance existing light from natural sources.

Night Vision Sights - Passive, i.e. non emitting, sight for key weapons which enhance existing light from natural sources.

NLT - No Later Than

NOE - Nap of the earth. A technique of flying with the folds of the terrain.

Offset Azimuth - An azimuth different from the primary by 90 degrees.

One Rope Bridge - A technique of crossing a stream or river using a rappelling rope to ensure safety of the members during the crossing.

100 Percent Security - A condition of security within the patrol that finds every member completely alert and ready to fight.

Open Area - A clear area, regardless of size.

Operations Order [OPORD] - The extensive order or plan issued to each member of the patrol prior to beginning the mission. The order covers the entire mission and contingencies for every possible situation.

Ordnance - Ammunition or explosives.

ORP - The objective rally point, the position from which the patrol prepares for actions at the objective.

Overwatching - The act of observing another elements movement and providing suppressive fires if necessary.

Pace Count - The distance the patrol has travelled as determined by the paceman.

Partisan Link-Up - The act of establishing contact with partisans in the area of operations.

Partisans - Friendly indigenous personnel sympathetic to the patrol's mission who provide assistance.

Patrol Base - A position established to allow the patrol the proper security to perform necessary sustainment operations.

Perim - Perimeter.

Perimeter - A configuration indicating the patrol is in a rough circle to establish security.

Pick-Up Zone - The location where the patrol will be extracted by helicopter.

Poncho Rafts - An expedient raft constructed from the Rangers' standard equipment. It provides a safe method of transporting the Ranger and his equipment across a body of water.

Priority of Work - The order established by the patrol leader to ensure tasks are accomplished in a patrol base in the most secure and efficient manner.

PZ - Pick-Up Zone.

Raid Patrol - A patrol organized to destroy enemy personnel and equipment at a specific location.

Rally Point - A location at which the patrol is to reform in the event of enemy contact. Some are pre-planned while others are designated during movement.

Rappeling Insertion - A method used to insert the patrol by air into terrain unsuited for airborne or airmobile operations. The Rangers use rappelling techniques to conduct a controlled descent by rope from hovering helicopters.

RB15 - A fifteen man rubber inflatable assault boat. Five men straddle each side and provide propulsion with oars.

Reaction Force - A force designated and prepared to act as reinforcement to another unit.

Recognition Signals - Methods used between partisans and patrols for early identification to prevent compromise of either's safety.

Recon and Security [R&S] Teams - Small teams used to recon the surrounding area to ensure the patrol's security.

Recon Patrol - A patrol organized to gather intelligence for use in future operations.

Redistribution of Ammunition - The evening of ammunition levels among the Rangers in the patrol. Occurs after a contact and during actions on the objective.

Re-Entry - The act of passing back from enemy territory through friendly lines.

Rehearsals - Actions carried out prior to beginning of the mission designed to familiarize each Ranger with all phases of the operations order.

Release Point - A location between the objective and the ORP where the patrol leader releases the individual

elements to move to their respective positions. At the patrol leader's option, the ORP may also be the release point.

Rigs [Jump] - Donning the parachute and all equipment and preparing all individual equipment for the jump.

Rigs [Rappel] - Preparing the Ranger's individual sling rope into a rappel seat and readying all equipment for the rappel.

Rockets - Free flight indirect fire assets used for blanket coverage of large areas.

RP - Rally point.

RRP - Re-entry rally point.

RTO - Radio-Telephone operator. The Ranger assigned primary communication duties. He carries the radio.

S2 - Intelligence Officer found on battalion and brigade level staffs.

S3 - Operations Officer found on battalion and brigade level staffs.

SAM Site - An air defense missle emplacement.

SBO - Small boat operations.

Search/POW Teams - Two man teams designated to search enemy killed and wounded on the objective.

Secure Radios - Radios that allow open conversation without any danger of compromise of security.

Security Halt - The establishment of a security perimeter for the purpose of allowing the patrol increased security during necessary activities.

Security Team - An element of Rangers organized to provide the remainder of the patrol additional security by protecting it against enemy actions from a static position.

Service Support - The paragraph of the operations order covering all logistical aspects of the mission.

Small Arms - Individual weapons of 7.62mm caliber or less.

Small Boat Insertion - The use of small assault boats to insert the patrol in the enemy's rear area.

Small Boat Operations - Movement of the patrol by small assault boats.

Sniper - An individual trained in individual marksmanship techniques that attacks from a concealed position.

Squelch - A setting on most tactical radios that allows the elimination of static between conversations. Beginning a transmission causes static to return. This static may be used as a coded transmission.

Standard Operating Procedures [SOPs] - Routine actions of the unit understood by every Ranger.

Starcluster - A hand held, expendable signalling device. It fires a rocket containing five pyrotechnic signals.

Sterilizing the Planning Area - Removing all signs of the patrol's presence from the planning area as a counter-intelligence step.

Strngpt - Strongpoint.

Strongpoint - A type of defensive perimeter that establishes defensive positions at critical areas to compensate for a lack of sufficient numbers to defend an' entire area with a perimeter.

Support Positions - Positions from which the support element can engage the objective by fire.

Supply Cache - A depot of supplies established to support operations in an area.

Surveillance Team - An element of Rangers emplaced during the leader's recon to provide continuous observation of the objective during preparations for actions at the objective.

T55 Tank - A Soviet-made tank used by many third world nations.

Tactical Operations Center - The consolidated staffs of the battalion. The nerve center of the battalion during operations.

Ten Digit Coordinate - The most accurate record of a location possible without surveying equipment. Establishes a location to the nearest meter.

Tracking - The use of special skills to follow an enemy force.

Travelling - A movement technique that emphasizes speed over security.

Travelling Overwatch - A movement technique that emphasizes speed and security equally.

TR - Travelling.

TRP - Target Reference Point.

TR O/W - Travelling Overwatch.

UH60 Aircraft - U.S. Army helicopter. The Blackhawk is the most advanced utility helicopter in the world.

Warning Order - An order issued as soon as possible to allow maximum use of all available time in preparation for the mission. All details are left for the operations order.

Work Plan - A priority of tasks established by the patrol leader to ensure the patrol's activities in a patrol base proceed properly.